

GOthic 3

MANUAL





*In memoriam
Sascha Pieroth.*

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I Introduction

I.1 Preface

After a long struggle, the human kingdom of Myrtana has lost the war against the invading orcs. The king has been missing since the siege of the capital began. It is said that he fell, but his body was never found...

The orcs now hold the most important roads and cities in their iron grip. However, instead of exterminating humanity, they seem content to control the land. Part of their massive army has taken up position at strategically unimportant points and they have begun to destroy the temples there. Nobody knows the reason for this strange behavior.

Throughout the realm, resistance has surfaced against the orcish occupiers; there are still human-held fortresses and small military factions on the marches of Myrtana. These rebels are in no way united, and their leaders squabble over the succession to the throne of the fallen kingdom.

In this difficult time, a nameless traveler has entered the continent and his deeds will decide the future of the realm. You are that traveler...

Will you free Myrtana from servitude to the orcs, or will you support their mysterious goals? Where will the path lead that you choose to take?

In the world of Gothic 3 anything is possible. Whether you unite the resistance against the usurpers or side with the victorious orcs — it is your decision alone. Perhaps the people of the Hashishin in the desert of Varant hold the key to these mysterious events!

Gothic 3 brings you what many role-playing games only promise: a living, open world in which you alone decide how to experience the epic story. Choose wisely - you will alter the fate of Myrtana's inhabitants and the entire world through your deeds...

I.2 History

"It was probably not so much bloodlust and greed that made our enemies come here, but rather the hunger and cold of unusually hard winters. Ten years ago, the orc campaign set out and conquered Nordmar in a lightning attack; Nordmar which we had held for five exhausting years... Cut off from the deposits of magic ore there, our wise king was forced to take drastic measures which did not always find sympathy with the mob..."

— Annalist Kodama from the court of King Rhobar II

Your story began when you were punished with exile for a minor crime - to Khorinis, in the Valley of Mines, a magically shielded place where prisoners prospected ore for the king's troops. Organized into three different camps, they quickly and roughly initiated every newcomer — including you — into their new, inescapable home

However, you did not submit to your fate and found a way out of the prison by defeating the fearsome creature known as the "Sleeper". In doing so, you were buried and only the intervention of the inscrutable sorcerer Xardas kept you alive. He explained to you that the death of the Sleeper triggered a cataclysmic reaction, which had effects that would reach far into the future.

Together with some friends you had met during your adventures, you found your way to the coast of Khorinis, where you defeated an undead dragon. On one of the king's ships, you finally set out on a journey to the home you have longed for.

But an unpleasant surprise awaits you: the orcs have overrun Myrtana and only the capital is still holding out against the siege. The land is in rebellion and it seems as though your adventures have only just begun ...

2 Operation

2.1 Installing and Starting the Game

2.1.1 System Requirements

In order to be able to run Gothic 3, your computer must meet the following basic requirements:

- Windows® XP, Windows® 2000 SP4 Rollup 1, Windows® XP 64-bit, Windows® 2003 Server
- 1024MB System RAM
- 2 GHz Intel Pentium® 4, Athlon XP or equivalent processor
- 128MB Direct3D compatible video card and a DirectX 9.0c April 2006 compatible video card driver
- 8x DVD-ROM drive
- 4.6 GB free hard disk space
- DirectX 9.0c April 2006 (included)
- DirectX 8.1 compatible sound card
- Keyboard, mouse

We recommend the following system configuration:

- 3 GHz Intel Pentium 4 or equivalent processor
- 1.5 GB system RAM
- ATI X1600, NVIDIA GeForce 6800 series or better video card

Gothic 3 officially supports the following video cards:

- | | |
|------------------------------|--------------------------|
| • NVIDIA GeForce 7800 series | • ATI X1600 series |
| • NVIDIA GeForce 7900 series | • ATI X850 series |
| • NVIDIA GeForce 6800 series | • ATI x800 series |
| • NVIDIA GeForce 6600 series | • ATI x700 series |
| • ATI X1900 series | • ATI x600 series |
| • ATI X1800 series | • ATI Radeon 9800 series |
| | • ATI Radeon 9700 series |

2.1.2 Installation

Insert the GOTHIC 3 DVD-ROM in your DVD-ROM drive. If the **Autoplay** function is enabled for your drive, the Setup program will start automatically. Otherwise, you will have to start the installation program manually. To do this, double-click on the My Computer icon on your desktop and then on the icon for your DVD drive. Double-click on the file **setup.exe**.

This will open the start menu. Click on the **Install** button and follow the on-screen instructions.

2.1.3 Getting Started

Starting from the DVD

After you insert the GOTHIC 3 DVD-ROM into your DVD-ROM drive, the start menu for the DVD will appear. Click on the **Play** button.

Starting from the desktop, or from the Programs menu

If the GOTHIC 3 DVD-ROM is already inserted in your DVD-ROM drive, but the DVD start menu does not open automatically, you can also start GOTHIC 3 manually. To do this, open the Start menu on your desktop, select **Programs**, and then 'GOTHIC 3'. Select the option **Play**. If you have created a desktop shortcut during installation, you can also start the game by double-clicking on the GOTHIC 3 icon.

2.1.4 Uninstalling

You can uninstall GOTHIC 3 at any time. To do this, select **Programs** from the Start menu then, select 'GOTHIC 3' AND CHOOSE "UNINSTALL GOTHIC 3". Alternatively, you may use the 'Add or Remove Programs' option in the MS Windows control panel.

2.2 Main Menu



2.2.1 Start New Game

Click on this button to start a new game.

2.2.2 Continue Game

This button will load the last saved game and allow you to continue playing where you left off.

2.2.3 Load Game

This option allows you to load any previously saved game.

2.2.4 Options



In this menu, you can choose a wide variety of settings to optimally adjust the game experience to your needs and your hardware.

Game

This is where you choose the language and difficulty level of the game.

Video

Here you can adjust the resolution and brightness.

Performance Settings

Gothic 3 automatically selects the optimum settings for your configuration when the game is first started. If you are not satisfied with the performance, you can also adjust individual settings here.

Audio

In this menu, the volume of the music, voices, and sound effects can be adjusted.

Controls

The controls in Gothic 3 have been developed so that even inexperienced players can quickly be immersed in the game. In the Controls menu, you can change the default key mapping.

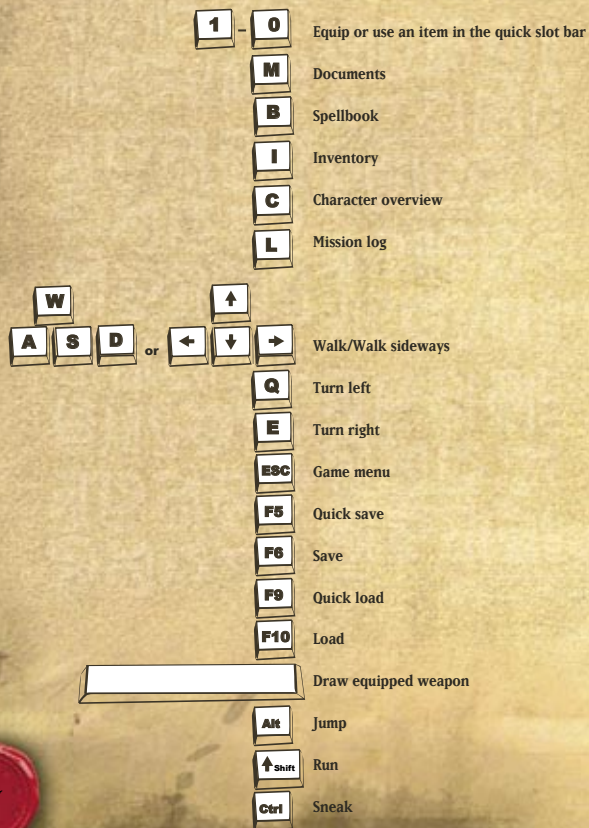
Game Menu

Pressing the ESC key during the game opens a game menu which also offers the option of saving the current game.

2.2.5 Credits

These are the talented people who made it possible for Gothic 3 to come to life.

2.3 Key Mapping



2.4 The Game Screen

You can easily see your own hit points, mana and endurance reserves, as well as the hit points of the selected opponent in real-time at any point during gameplay.

2.4.1 Quick-slot Bar

Items placed in the quick-slot bar can be used quickly with the keys 1-0. By pressing the number keys, you can draw a weapon, put on armor, drink a potion, or perhaps eat an apple.

2.4.2 Compass

The compass will help you to navigate through the world of Gothic so that you never become disoriented!

2.5 Inventory



The degree of realism in Gothic is very high, but we have made it as easy as possible for you to manage your adventures. Some examples are included below.

First of all, your inventory is not only infinitely large, but also clearly arranged according to categories – anyone who has ever rummaged desperately through

a backpack for a specific object will appreciate this feature. The individual categories can be selected using the buttons above the inventory bar.

When the mouse pointer is placed over an item, all important information about that item will be displayed. The item can be equipped or consumed with a click. The effect on your character attributes will be displayed immediately and depicted on your character as well. All equipped items are highlighted with a color.

After some items are used (poison, for example) you will be asked to select the item to which you want to apply the poison or with which you would like to combine the item.

In order to equip or use weapons, armor, or other items quickly during the game, they can be dragged & dropped into the quick slot bar on the lower edge of the screen, and then activated in the game with the keys 1-0.

2.5.1 Weapons

Weapons of any kind are found in this category. From pointed sticks or lances to the mystic two-handed sword with poisoned blade. Here you will also find bows, crossbows and their ammunition.

2.5.2 Armor

All items that protect the nameless hero from external impact are shown here: helmets, shields, clothing, and battle armor are stored in this category.

2.5.3 Magic Items

All magic items are stored in this tab. This includes magic amulets, magic rings, and spell scrolls which allow the one-time use of a magic spell.

2.5.4 Potions and Food

This is where all items that the hero can eat or drink are stored. This includes fruit, meat, and wine, but also self-brewed potions which increase certain attributes of the player permanently or for a limited time.

2.5.5 Miscellaneous

All items which cannot be assigned to the other categories appear in this tab; for instance, torches, pokers, teleportation stones, and any packages that must be delivered for a mission.

2.6 Character Overview



This menu contains all information about the abilities of the nameless hero. In addition to the character information on the left side, all of the skills which he has learned (in color) and those he can still learn (gray) are listed on the right. If the mouse pointer is placed over a skill, information about that skill will be displayed.

Skills can be learned from trainers, who will teach you a wide variety of abilities in exchange for learning points, or sometimes gold and favors. For more information about talents, please refer to the chapter "Character Development" on Page XX.

2.6.1 Experience

This is where the current experience level, the experience points earned so far, and the experience the hero needs to reach the next level are displayed. The number of currently available learning points is also displayed here. You can find more on the significance of these values in the chapter "Character Development".

2.6.2 Attributes

This is where the current experience level, the experience points earned so far, and the experience the hero needs to reach the next level are displayed. The number of currently available learning points is also displayed here. You can find more on the significance of these values in the chapter "Character Development".

2.6.3 Armor Protection

Armor in Gothic 3 not only offers protection against physical impact from things like blades, blunt weapons, or missiles; sometimes it also has special properties which protect against fire, ice, or energy damage. Wisely chosen armor can thus make the difference between triumph and defeat in a battle. The attributes of the hero's currently equipped armor are shown on this screen.

2.7 Spellbook



Once the nameless hero has learned a spell at the altar of one of the gods, the spell can be dragged from this book to the quick slot bar. All spells which have been learned are displayed in color; those which have not yet been mastered appear in gray.

Placing the mouse pointer over a spell icon displays important information about the spell.

2.8 Documents

This menu shows all of the documents that the hero has collected during the course of his adventures. The documents are divided into 5 categories, which are described in detail below. When a document is selected from the list to the right, the details are displayed to the left.

2.8.1 Smithing Blueprints

These blueprints can be used to forge new weapons from blanks using an anvil.

2.8.2 Recipes

Recipes can be used to prepare tasty dishes in an oven or at a campfire to restore the hero's hit points.

2.8.3 Alchemical Formulas

With the right ingredients, an alchemist's bench, and these formulas, the hero can manufacture a variety of potions.

2.8.4 Books and Letters

During his adventure, the hero will find books and letters which contain important information or stories about the world. These items are displayed here.

2.8.5 Maps

The hero has several maps available to find his bearings in the world of Myrtana.

2.9 Missions



This menu displays all missions the hero has received, resolved, and/or failed. It also details the reputation he has earned with the various factions and in the individual cities.

2.9.1 Reputation

Clicking on a city icon on the map displays how much service you have rendered to that city. Below that, your reputation with the individual factions is displayed. You can find more information on the subject of "Reputation" in the next chapter.

2.9.2 Quest log

When one of the missions in the upper right window is selected, essential details of that mission are displayed in the lower right window. This makes it easy to remind yourself of all the information needed for a specific mission.

2.10 Trading



Many people in the world of Gothic are prepared to exchange goods and items with the player, or to sell him something. The trading menu is activated by talking to a merchant. Once activated, objects can be exchanged using the "Trade" button or purchased by using the "Balance in gold" button on this screen via drag & drop. To do this, items must be dragged to the appropriate areas in the lower half of the screen.

If the gold value of the items of both trading partners is equal or the value of the player's items is greater, an exchange can be made. If the gold value of the merchant's items is greater, the missing amount can be made up through an additional payment in gold via the "Balance in gold" button.

3 Combat

“Remember one thing: you will always reach a point where sweet talk and a friendly attitude are no longer enough to achieve your goal. Then it is time to let your weapons speak for you – and the better you handle them, the wider the variety of feints and ruses you can use, the more likely you will come home with your shield, instead of on it...”

- Major Kuban, infantry trainer at the court of King Rhobar II

3.1 Close Combat

3.1.1 Fist Fighting

Your fists are a weapon that can never be taken from you – well, let's say almost never. You can use them defensively and offensively, but you won't do much damage...

3.1.2 Sword Fighting

At the beginning of the game, you already have a basic command of sword fighting and can be considered a decent attacker. However, parrying with a sword is not easy and it takes time to bring the sword into a defensive position.

3.1.3 Fighting with Two Swords

Using two swords makes it much easier to fight against multiple opponents at the same time, allowing you to attack lightning fast and quickly parry as well.

3.1.4 Fighting with Sword and Shield

While you block heavy attacks with the shield and arrows bore into the shield instead of your body, you can take the offensive with your sword.

3.1.5 Fighting with Staves

The long range of the staff helps to keep your opponent at a distance – and it is not uncommon for high quality staves to offer magical functions as well...

3.1.6 Fighting with Two-handed Weapons

Heavy close combat weapons do enormous damage – but attacking with a large weapon takes more time and even more muscle.

3.1.7 Attacks

Every opponent is different – and each one requires a different approach in close combat. You must vary your combat tactics based on whether you are facing a large, ponderous enemy or one who is small and agile. An experienced fighter also learns to read his opponent's body language – if the enemy is drawing back for a hard power strike, a quick attack is the best answer.

Short right-click	Quick attack
Short left-click	Standard attack
Long left-click	Power strike
Hold right and short left-click	Quick attack from parry / Special attack
Hold right and long left-click	Stab or kill if opponent is on the ground
Jump and left-click	Jumping attack
Hold right	Parry

3.2 Ranged Combat

3.2.1 Bow

Since the dawn of time the bow has been the weapon of choice for hunting and attacking distant opponents. The bow must be drawn every time and also requires a bit of skill. Be aware that arrows travel in an arc, so you must aim above your target if they are far away.

If you hold down the left mouse button, the hero will begin to draw the bow and the arrow will be fired when the button is released.

3.2.2 Crossbow

Aiming is simpler with the crossbow than with the bow because a crossbow bolt travels in a straight line and the dexterity required to nock an arrow and fire it at a target is greater with a bow than a crossbow. A simple click with the left mouse button is enough to fire a bolt at your target.

3.3 Killing Adversaries

Whenever you defeat a human or an orc, he will not be dead — simply unconscious. It is up to you to decide if your enemy deserves life or death. Killing people or orcs has consequences, however — especially if you are seen doing it. Never underestimate the wrath of a human or an orc who knows you are the one who killed his friend. Monsters, on the other hand, do not have any friends. Defeating an animal or beast always results in death.

4 Magic

Rune magic has been mysteriously extinguished. No one knows why, but everyone feels the consequences: without this magic art, even the paladins of the realm had no way to oppose the orc army. Thus Rhobar's kingdom fell. Only the rune magic stored in spell scrolls can still be released — but not more than once.

4.1 Types of Magic

4.1.1 Spell Scrolls

Reading from a spell scroll causes the magic it contains to be released. After the spell is cast, the scroll loses its power and dissolves. However, spell scrolls have become very rare and correspondingly expensive.

4.1.2 The Magic of the Forefathers

A long-forgotten art which can only be mastered if you can find or purchase the valuable writings of the Ancient Ones. Even then, you must learn the spells at the shrine of the god to which they are assigned. Spells become stronger and more effective as the hero gains experience.

4.1.3 Divine Magic

These are the most powerful spells in Myrtana. Once you have gathered enough experience and accomplished some glorious deeds, they may appear for a lucky adventurer at the shrine of the corresponding god.

4.2 Learning Spells

If you find a spell on a stone tablet or in some other way, you will only be able to learn that spell if you ask the appropriate god for the spell as a gift at a shrine. Adanos is the only exception to this rule. Adanos may also grant magic abilities through the words of a wise person.

4.3 Schools of Magic

Three gods divide the magic in the world of Myrtana. Innos, the god of order and light; Beliar, the god of chaos and destruction; and Adanos, the god who keeps the balance between good and evil. Each one of these gods represents a certain type of magic.

4.3.1 Magic of Nastery (Innos)

Noisy, glittering, spectacular spells that usually result in a direct attack and possible destruction of the enemy.

4.3.2 Transformation Magic (Adanos)

Transformation spells are indirect and subtle spells that are often undetected by friend or foe. This encompasses many spells of nature that point to a druidic origin.

4.3.3 Summoning Magic (Beliar)

The art of summoning is composed of powerful spells that usually take a long time to weave. These are dark arts, but they are also clever manipulations of the mind.

Casting a spell costs mana. To learn more about spells, move the mouse cursor over the spell's icon in the spell book. Here are some examples of spells you may encounter:

Fireball

A classical combat spell — a lethal ball of fire that is hurled at your opponent.

Destruction of Evil (Divine magic)

Divine light bursts forth from your hands, incinerating all creatures of Beliar in view. Other creatures are not affected.

Summon Demon

This spell will summon a demon who joins your group and fights at your side until the bitter end. The demon's strength and power will rise as the hero's level increases.

Army of Darkness

A terrible spell that creates fear and terror in an opponent even while it is cast: four to eight skeletons rise from the ground and attack anything that moves.

5 Rules of Behavior

As in any world, there are also various rules of behavior in the world of Gothic that you should follow if you do not want to end up as a bandit or outlaw. If you are observed committing a crime, serious trouble will come your way. As soon as the guards in a settlement get word of your crime, the whole town will know. And if that happens, running away very quickly is still the most advisable option – unless you happen to have an "Amnesia" spell handy...

5.1 Murder

In the world of Gothic, murder is a serious crime. Humans and orcs are only unconscious after you fight them – if you win, that is. If you decide to kill your opponent afterwards, there may be significant consequences: his friends and relatives will try to avenge his death – but only if someone witnessed the deed, of course.

5.2 Theft

Theft is frowned upon as well. If you get caught, the owners of the stolen goods will no longer talk to you. Beware - if the guards get wind of your theft, you're in real trouble.

5.3 Attack

If you attack someone for no good reason, this will have an impact on your reputation as well. The person you attacked will not be too fond of you afterwards, but that will be the least of your problems...

5.4 Drawing a Weapon/Carrying a Spell in Hand

Even drawing a weapon represents an aggressive act! Friends, of course, will know that you are not likely to harm them, but strangers will challenge you to put your weapon away. If you fail to do so, it can be just as bad as if you had actually attacked someone.

5.5 Breaking and Entering

Other people's houses are private property – many people will get angry if strangers poke around in their chambers. If someone demands that you leave, you should probably get out. Of course, you do not need to worry about entering any building where merchants peddle their wares.

5.6 The Hero's Reputation

In many cities, the hero will only be admitted once he has rendered services to the city by carrying out important missions. This reputation can be viewed by clicking on one of the city icons in the mission overview.

Every action and every completed mission changes the player's reputation with the individual factions. The hero's reputation with each faction is shown in the lower left of this view.

Your reputation also determines how members of the different factions interact with you and whether they will support you or fight you.

5.7 Wearing Clothes

Clothes make the man – and the hero. However, clothing can also represent social status or identify a group of people. Therefore, you must first gain reputation with some groups in order to wear certain garments.

6 Character Development

Our nameless hero already slew a dragon and committed innumerable heroic deeds on Khorinis – so he arrives on Myrtana quite strong and experienced, but the long sea journey has left him somewhat out of shape. However, his specialization, and which of his abilities will develop to perfection, indeed to legendary status, is entirely up to you...

Killing monsters and fulfilling missions will give you experience points. Once you have achieved a certain number of experience points, you will enjoy the exalted status of going up a level.

With each new level the hero will be granted 10 learning points which can be invested with trainers. These trainers may also sometimes demand gold or a small favor for their services. Trainers can either teach you new skills or increase your attributes.

6.1 Attributes

Your attributes determine what weapons you can wield, how much damage your attacks do, and what new skills you can learn (learning new skills requires a certain amount of ability in the corresponding attributes). One learning point is spent whenever you increase an attribute.

Strength	Your strength primarily determines which close combat weapons you can wield. The heavier a weapon, the more muscle is required to wield it. Furthermore, strength increases the striking power of close combat attacks which produces additional damage.
Hunting skill	Hunting skill determines which long-range weapons you are able to use. Of course, a talented hunter increases the damage done with a bow and arrow or a crossbow because a well-placed shot to a weak spot is often more effective than the quality of the weapon material.

Ancient knowledge	Understanding of ancient knowledge is especially important for magically adept players. This knowledge not only allows you to learn more powerful spells, it also improves the quality of a spell – fireballs do more damage and temporary spells work for significantly longer, for example.
Smithing	In order to improve your abilities in the art of smithing, knowledge of forging is indispensable. In particular, the manufacture of special weapons requires a high degree of skill in this ancient art.
Thieving	Stealing something requires more than a deft hand – the right distraction also needs to be employed. A high degree of knowledge in the art of thievery allows you to learn skills that will let you take valuable things undetected, even in difficult situations.
Alchemy	Alchemy is an ancient science, based as much on knowledge as on technical skill. Only someone who has mastered the basics of alchemy can acquire skills such as brewing potions.
Hit points	How much pain can a man endure before he gives up? This kind of toughness is exactly what you gain when you increase this attribute. Lost hit points can be regained by eating or sleeping.
Mana	Mana describes the intellectual endurance a mage needs to be able to conjure real magic. Casting a spell drains the mana reserves – but training this magic endurance makes a sorcerer's apprentice into a master of magic.
Endurance	A truly great fighter is not only technically perfect; he is also able to deliver a decisively powerful blow after many hours of combat. And that crucial ability is known as endurance. Endurance is drained by running or fighting, but will recover over time.

6.2 Skills

Learning a skill costs 5 learning points. However, before a trainer will take on the burden of teaching the hero a new ability, a certain degree of proficiency (in other words, attributes) and willingness (enhanced by gold or favors) is necessary. Before you can learn a skill, a certain attribute or another skill will often be a prerequisite. You can find out more about the prerequisites for learning skills by clicking on the individual skill icons in the character overview.

Skills are divided into the following categories.

Fighting skills 	These skills improve your fighting ability.
Hunting skills 	Hunting skills help with bagging game and making trophies.
Magic skills 	Skills of this type support your magical abilities.
Smithing skills 	These skills allow you to manufacture new weapons.
Thieving skills 	Equipped with these skills, the hero can perform not-so-legal tasks undetected.
Alchemy skills 	Knowledge of alchemy allows the manufacture of potions and arrowheads.
Miscellaneous skills 	All other skills.

Here is a small selection of the skills that can be learned in the game:

Fighting with Two Swords (Fighting skill)

This skill gives you the ability to fight with two swords at the same time. From Hashishi school of combat, this skill offers both offensive and defensive advantages.

Pulling Teeth (Hunting skill)

Teeth and horns are not only coveted trophies; they are also suitable for making the hardest and deadliest arrowheads.

Ore Prospecting (Smithing skill)

This skill allows you to extract twice as much magic ore from a single lump. This is extremely helpful for anyone who wants to make their own weapons.

Pick pocketing (Thieving skill)

Honesty is the best policy... but getting rich honestly takes too long. With this skill, you can shorten the rocky road to riches by quite a bit.

Negotiating (Miscellaneous skill)

The value of an item is subjective – so skillful bargaining helps in every sales discussion. Anyone who wants to get rich is advised to learn this skill. Never underestimate the value of gold...

7 Items

7.1 Potions and Food

There are numerous foods, potions, and elixirs to restore hit points, mana, endurance, and some even raise your attributes.

7.2 Books and Letters

These items often contain useful information, sometimes exciting stories, and (now and then) even knowledge that will bring you new experience.

7.3 Maps

Maps can greatly simplify your navigation in the individual regions of Myrtana.

7.4 Smithing Blueprints

Blueprints allow you to manufacture your own weapons — provided you have a command of forging and the necessary raw materials.

7.5 Recipes

Preparing a tasty meal from an animal you killed requires more than just boiling or grilling - for that you need a recipe.

7.6 Alchemical Formulas

In order to brew useful or powerful potions, you need to know which ingredients to mix and how to mix them properly.

8 Important Objects in the World

8.1 Hearth, Campfire, and Cauldron

Anyone who has ever eaten raw meat or slept in the open on a cold night certainly appreciates the comforts of a blazing fire or hearth. If you have raw meat in your inventory, you can cook it at a campfire — it will then provide more of a health bonus when eaten!

8.2 Anvil

This is where the smith's hammer, driven by sheer muscle, meets valuable magic ore to mold it into its final form. Or to put it another way: you need an anvil if you want to be a smith!

8.3 Whetstone

Even the best sword will become notched when you send your opponents to the realm of the dead by the wagonload. Using a whetstone, you can smooth out the nicks in your weapon of choice to create the perfect razor-sharp edge...

8.4 Bed

It's used for sleeping. Alright, there can be a little more to it as we learned in the harbor district of Khorinis...

8.5 Chests

May contain valuables or junk, depending on its owner — and anyone other than the owner who helps themselves is not exactly going to make any friends!

8.6 Books

Books are made to be read... Yes, you know how to read and you should practice this art whenever you have the opportunity. Books will make you clever —especially in Myrtana!

8.7 Shrines

Prayers, sacrifices, asking a god for support — the altar is the focus of faith in almost every myth and religion.

8.8 Alchemist's Bench

A table with all manner of useful tools for brewing and refining potions.

9 The Game World



Image: The world map

9.1 Overview

The adventures in Gothic III take place in a mysterious and complex world where the story is woven from a vast number of myths and legends. While the first two parts of the Gothic series were set on the island of Khorinis, the much larger mainland of Myrtana is our setting for this adventure. Ice and cold dominate Nordmar, burning deserts wait in the south, and the green fields and woods of the middle realm await your exploration. Your missions and adventures will lead you into each of these fascinating regions...

9.2 Timetable

- | | |
|----------------|---|
| 1000 years ago | Five high priests of a long-forgotten orcish culture summon the Sleeper to earth. During the ritual, they become undead themselves. The Sleeper begins his 1000-year sleep. |
| 990 years ago | The temple of the Sleeper, a labyrinth of traps, is completed. The slaves and temple servants are "rewarded" by the high priests: they are turned into undead servants and made to guard the Sleeper until his awakening. |
| 15 years ago | The army of King Rhobar II occupies the realm of Nordmar. Fortresses are built for the royal garrisons. |
| 12 years ago | The army of King Rhobar II invades the desert. The local rulers submit. Only the tribes of nomads from the southern part of the desert still consider themselves independent. |
| 10 years ago | The harsh winter drives the orcs from the north to raid the kingdom of humans. The great orc wars begin. |
| 10 years ago | The orcs conquer Nordmar and control its mines of magic ore. |

The kingdom needs ore for the war against the orcs. The king has all convicted prisoners sent to the mines of Khorinis to dig for ore there. Following numerous escape attempts, he has a magic barrier erected, but something goes wrong during its creation. The mages become locked inside and the prisoners seize control of the area.

- | | |
|-------------|---|
| 5 years ago | The orcs conquer the western part of the old kingdom. |
| 3 years ago | The orcs conquer the northern part of the desert. |
| 1 year ago | The orcs conquer the central part of the old kingdom, attacking from 3 sides. Only the east holds out. |
| 1 year ago | The Sleeper is banished back into the realm of Beliar, destroying the magic barrier. The last ore mines of the kingdom are abandoned. |
| 1 year ago | The king sends Lord Hagen to the island of Khorinis with the good ship Esmeralda. The ship is to return full of magic ore. |
| Present Day | The Esmeralda returns to the mainland without Lord Hagen and empty of ore, but instead in the hands of the nameless hero... |

9.3 Myrtana



Image: A troll in the picturesque woods of the Middle Realm

The Middle Realm, or the "Old Empire", was the first real kingdom, long before King Rhobar II subjugated all of the realms around the sea of Myrtana. The abundant plains, with their dense forests and fertile fields, are bordered in the north by the mountains and ice fields of Nordmar. In the south, the border abuts the desert land of Varant, the home of the Hashishin. The capital, which is also the largest settlement in Myrtana, is located on the east coast of the realm. It is surrounded by numerous smaller towns, villages, and farms, which supply the city and the empire with everything it needs.

At the moment, the orcs are busy conquering the southeastern portion of the realm and organizing the remaining territories to their liking with an iron hand.

Everyone in a position of power in the realm was killed. Numerous people were enslaved and used as workers for the mysterious excavations. However, most people are still allowed to carry out their daily chores. The orcs use the existing human settlements and farms to provide food, raw materials, and whatever else they need.

Naturally, a few things have changed under the rule of the orcs. Others have not. Taxes no longer go to the king, but to the orc governors. The orcs are not interested in gold, but rather in goods and raw materials. And for many humans, practical things have more value than gold in times of need, as well...

With the exception of human gladiators and slave hunters, humans are forbidden to carry weapons. Anyone who does not obey the command of an orc lord is executed immediately. Only those who have proven their value in battle are treated with anything resembling respect.

The only remaining free humans in the old kingdom are the rangers, the hunters, and the few escaped soldiers of the royal army. These rebel groups found refuge in the many natural caves of the country. The soldiers of the old kingdom fight primarily with sword and shield, while the hunters are outstanding archers.

9.4 Nordmar



Image: An impression of Nordmar

Nordmar is a mountainous region in the north covered with ice and snow, where the orcs are having a hard time gaining a foothold. They have enslaved a few humans and forced them to work in their mines, but the wild, hardened inhabitants of the north, often decried as barbarians, form the resistance groups of the "orc hunters" or "orc slayers".

Even farther North you find nothing but gigantic glaciers, which are said to have been the original homeland of the orcs. From there, they marched off to war and there, in the mountains, the families the orcs left behind are probably still waiting for their men to return with riches from the South.

There are only a few orc camps in Nordmar itself. The main army simply ignored the small settlements of the orc slayers when it set out. Naturally, the orc slayers choose to believe that the orcs have finally found some sense and fled their realm.

Although the remaining inhabitants of the realm and the people of Nordmar consider the orcs a common enemy, strangers from the old kingdom are not particularly well received here because Nordmar was occupied by the King's troops before the great Orc War.

9.5 Varant



Image: The city of Mora Sul

Hot and arid – that is how most deserts are and the deserts in the south of Myrtana are no exception. But there is life everywhere; human and otherwise. The tribe of the Hashishin roams there, as do small groups of nomads who defy the hostile environment enough to eke out a living.

In the west, the desert gives way to mountains and in the north it fades to the steppes and grasslands of the old kingdom. In the south, the thundering waves of the ocean form a natural boundary. The capital of Varant lies on this coast.

9.6 The Orcs



Image: An orc at his campfire

*“Fight to earn honor.
Fight to rise in our ranks.
Fight to become a leader.*

“Our entire life consists of fighting and the honor that it brings. I was getting tired of that and thus found myself a position that is more to my liking: slave master. You humans have a proverb that says:

“Happy slaves are the greatest enemies of freedom”

I make sure that our slaves are very happy. They have more to eat than they had under Rhobar's rule, they get to watch the most thrilling fights in the arena and they can worship their gods any way they like. And what do you know – they work harder all the time and the rebels' numbers are steadily dwindling...”

– Gurail, quartermaster of the orcs in Myrtana

The orcs who first held Nordmar under control and now have Myrtana under their thumb hold nothing in common with the primitive outcasts on Khorinis. These orcs have a highly developed culture based on strength and honor combined with enough intelligence to conduct a campaign that ultimately subjugated the largest realm in the known world, Rhobar's empire, almost completely.

Yet, they did not leave behind death and destruction; rather they subdued the territories with a cunning policy of "divide and conquer". They are the lords and humans are the slaves — that much is certain. Any attempt at an uprising or a rebellion is punished with immediate execution. However, the occupiers know that the humans still make up the majority of the population and a general uprising would be extremely dangerous for them.

Because of this, the orcs provide food and entertainment, ensuring the slaves are well fed and distracting them with fights in the arena. Inns and taverns remain open, as do temples and shrines, and they are given a free hand by the orkish occupiers. It is thus no wonder that dissatisfaction with the new lords remains underground and the rebels cannot always count on the support of the populace.

The individual groups of orcs are led by chieftains, and supported by shaman advisors.

3.7 The Rebels

"We would lose an open battle – we know that very well. That is why we lurk in the shadows when an orc troop passes through the woods. We are the swift terror that lays low the occupiers before they have drawn their weapons. Our resistance must never flag; our attacks must never give the orcs a rest. The barbarians of the north have driven the orcs out of their villages by never giving up. Should we be inferior to the barbarians? Soon we will drive out the oppressors and return to our villages."

– Ilgar, master archer of the rebels

The rebels are the only faction in the heartland of Myrtana offering serious resistance to the orcs. Operating from the woods in small, mobile groups, they deal severe blows to reconnaissance troops, small units, and the transports of the orcs. Their dream is to reconquer Myrtana from the occupiers city by city,

ensuring that ultimately the occupiers withdraw from the realm - preferably as corpses. They are outnumbered, badly equipped, and largely cut off from supplies. Despite these handicaps, they have been able to compensate for their disadvantages with courage and determination. But woe to the rebel who is captured, for the occupiers are not afraid to enforce their rule...

9.8 The Hashishin



Image: A Hashishi in Bakavesh

"Kill you? Who do you think I am?"

Of course I could kill you. One stroke of my blade would be enough. Or I could simply let you wander into the scorching heat of the desert. Even if I let you keep your pathetic supply of water, you would be dead within a few days. But why would I want to do that? You are in good shape; you have strong arms, and valuable experience as a blacksmith – valuable to my customers, that is. They will pay more than just a few gold coins for such a brawny, experienced worker. So you see, I would be a fool to kill you – you are worth too much alive, and I always keep an eye on my profit..."

– Rhon Al Varg, dedicated slave trader

The Hashishin of the south are a mystery to the other people of the realm. They seem to be driven by nothing but the greed for gold. They openly ally with the orcs and capture confused, fleeing humans like others catch lost cattle in order to deliver them to the new lords of Myrtana for a hefty reward. They are considered fearless fighters, crafty thieves, and underhanded bargainers that only trust their own kind.

Nevertheless, there have always been rumors that more than simple danger is hidden in the burning hot desert regions. There are stories of ruins filled with dark secrets and a hidden place where the fate of worlds will be decided. The Dark Mages are the highest caste of the Hashishin, and Zuben, the highest of their order, leads the entire people.

9.9 Other Factions

During the game, you will get to know other groups and factions which occasionally have missions to offer for cash and considerable fame, but they may not want to accept you into their ranks. Regardless of whether it is the barbarians of the north, the mysterious druids of the woods of Myrtana, or the raid-plagued nomads of the south, a strong fighter or powerful mage is always welcome and well paid.

9.10 Important People

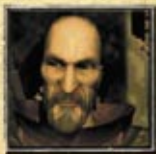
9.10.1 Xardas



Your old mentor is one of the most powerful mortals of Myrtana and a gifted master of the dark arts by trade. He rescued you from certain death, only to send you to one even more certain. No one knows exactly what he is really planning...

9.10.2 Zuben

Zuben is the founder of the formidable Hashishin. Long ago, while roaming the desert, he drove his staff into the dry sand and founded his first city on that spot. Over the years, the Hashishin have taken more and more water sources from the nomads and founded their cities on these sites.



9.10.3 King Rhobar II



A leader who subjugates whole districts with bold campaigns can count on respect, but not necessarily much affection. Rhobar was not one of the most popular rulers after having hundreds of his subjects deported to the Valley of Mines; sometimes for petty crimes. But now he seems defeated and his fame is on the decline.

9.10.4 Diego

A friend, companion, and informant of many years. As a man who still had a score to settle with a few people at Rhobar's court, it is a double shock for Diego to find the mainland of Myrtana occupied by orcs.



9.10.5 Milten



Milten, the young mage whose acquaintance you made as a prisoner, also arrived with you on the Esmeralda. He was somewhat surprised by the changes to his old homeland, to put it mildly.

9.10.6 Gorn

Another member of your old circle of friends and a reliable comrade-in-arms — even when things get nasty. The power of his sword arm is matched by his strategic mind — this combination has gotten you both out of hot water many times in the past.



9.10.7 Lester



If anyone knows how to purposefully avoid any kind of work and potential aggravation, yet still manage to do all right, it must be Lester. Of course, you already know this from your adventures in the Valley of Mines...



9.10.8 Vatrás

A high-ranking, venerable Water Mage who sailed with you on the ship to Myrtana.

9.11 Monsters

The dangers of Myrtana are manifold. Besides the orcs, slave hunters, your lovely fellow men, and extremes of heat and cold, numerous monsters make life difficult for Myrtana's inhabitants. Below, you will find a small selection of some creatures you may encounter in Myrtana:

9.11.1 Crocodile



A crocodile can be summed up easily - four feet and a hundred teeth that don't care whether they chomp down on carrion or living flesh. Beware of a hungry crocodile – and don't trust it when it's full either...

9.11.2 Bloodfly

Those who consider flies a harmless nuisance usually change their minds when these greedy winged monsters, as big as cats or even sheep, come buzzing up in swarms. Swat them hard and swat them fast!



9.11.3 Goblin



Goblins are small, pathetic, sly, greedy creatures. Never trust a goblin. While they are usually poorly armed and physically inferior, they make up for these shortcomings in pure malice...

9.11.4 Sabertooth Tiger

With muscles of steel, a jaw like a vice, and a fatal elegance, the Sabertooth is not a beast to be trifled with. Their skin and teeth are valuable, so hunters risk entering their territory again and again. This is convenient, since it keeps the tigers from running short of fresh food.



9.11.5 Minecrawler



Only the gods know what brought these miserable creatures to life in the mines and dark caves of Myrtana. Be careful if you go underground – this is minecrawler territory...

9.11.6 Shadowbeast

Shadowbeasts are supposedly magical beings; they sleep during the day and hunt at night. They are solitary beasts who devour anything that is tasty and smaller than they are – humans happen to be both.



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Marketing

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Recording Services & Music
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www.semprelamusica.com

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Additional Editing and Mixing

Jin Choi

Additional MIDI programming by

akmusique

Mastering

Christian Zimmerli

Executive producer for sempre la musica

Andreas Kolinski

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Soundtrack available on

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Orchestra representative

Michael Grandjean

Balance and Recording Engineer

Jin Choi, sempre la musica

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II.4.2 FILMharmonic Choir Prague

Chorus Master

Stanislav Mistr

Assistant Engineer

Cenda Kotzmann

Contractor and Recording Manager

Petr Pycha

Balance and Recording Engineer

Jin Choi, sempre la musica

Recorded at Dvorak Hall, Rudolfinum, Prague

II.4.3 S.A.M. Gospel Choir & Joyful Voices

Chorus Master

Bastian von der Linde

Balance & Recording Engineer

Jin Choi, sempre la musica

II.4.4 GOCOO

Check GOCOO's website:

www.gocoo.tv or
www.gocoo.de

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Shell Horn (Horagai) player

Kaoli Asano

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II.4.5 Corvus Corax

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Castus
Harmann der Drescher
Patrick der Kalauer
Wim Venustus

Recording Engineer

Norbert „Harmann der Drescher“
Drescher

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II.4.6 Featured Soloists

Female Solo Voice

Lisbeth Scott

Various Ethno Instruments

Marc Iwaszkiewicz, Traumkraft
Borislav Slavov

Alp Horn

Christoph Schieri

Acoustic and Electric Guitar

Benjamin Hessler

Acoustic Bass

Anjuthen Asokarajan

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11.5.1 German

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m&s Music

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Head of Production

Stefan Lupp

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Corinna Viel

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Greg Baldwin Zuben
Ron Canada Gorn
Malachi Throne Innos
Lloyd Sherr Diego
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Gregg Berger
Steve Blum
Julianne Buescher
Joey Camen
Blaine Christine
Sean Donnellan
Jake Eberle
Quinton Flynn
Pat Fraley
Jay Gordon
Michael Gough
Marc Graue
Joe Hanna
Mark Ivanir
Nick Jameson
Bob Joles
Neil Kaplan
Peter Lurie
Danny Mann
Chuck McCann
Jim Meskimen
Matt Morton
Nolan North
Pat Pinney
Phil Proctor
Roger Rose
Charlie Schlatter
Dwight Schultz
Armin Shimerman
David Sobolov
Andre Sogliuzzo
Herschel Sparber

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Casting & Recording by Around The Word

Manu Deroulers

Directeur Artistique

Marc Saez

Recording Studio

Dune Sound

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DUMOND Philippe Beliar
DESSALLES Gérard Xardas
PELLISSIER Christian Rhobar
LEDOZE Gabriel Zuben
LOBE Daniel Gorn
LEMARIE Sylvain Innos
Philippe CATOIRE Diego
MONGE Cyrille Milten
LE MINOUX Martial Lester

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Jean Gabriel NORDMANN
Patrick OSMOND
Lionel ROBERT
Jacques BRUNET
Mostefa STITI
Roland TIMSIT
Jean François KOPF
Jo DOUMERG
Michel VIGNE
Bernard METREAU
Jean François AUPIED
Julien CIGANA
Emmanuel JACOMY
Gilles BLUMENFELD
Marc SAEZ
Eric ETCHEVERY
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II.5.4 Italian

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II.5.5 Spanish

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II.5.6 Audio Postproduction

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Von Trollen Besungen
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II.7 Special Thanks To

Sascha Pieroth
 Eika Aue
 Regy Clasen
 André Garstka
 Urban Heß
 Phyoung-Hwa In
 Megumi Sugihara
 Philipp König
 Ai Momozawa
 Hye-Jin Shin
 Sin-Wook Shin
 Steffen Lehne
 Torge Dellert

Special Thanks to the Community Team

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Play faster.

Key Mapping

1 - 0	Equip or use an item in the quick slot bar
M	Documents
B	Spellbook
I	Inventory
C	Character overview
L	Mission log

W	↑	
A S D	or	← ↓ →

Walk/Walk sideways

Q Turn left

E Turn right

ESC Game menu

F5 Quick save

F6 Save

F9 Quick load

F10 Load

[Bar] Draw equipped weapon

Alt Jump

↑ Shift Run

Ctrl Sneak

Attacks (Mouse Controls)

Short right-click	Quick attack
Short left-click	Standard attack
Long left-click	Power strike
Hold right and short left-click	Quick attack from parry / Special attack
Hold right and long left-click	Stab or kill if opponent is on the ground
Jump and left-click	Jumping attack
Hold right	Parry